

## Pace University DigitalCommons@Pace

---

Cornerstone 3 Reports : Interdisciplinary  
Informatics

The Thinkfinity Center for Innovative Teaching,  
Technology and Research

---

9-1-2010

# Web-based Microsimulations (Interim Report)

Kathy Winsted

*Lubin School of Business, Pace University*

Allen Stix

*Seidenberg School of CSIS, Pace University*

Vinnie Monaco (student collaborator)

*Seidenberg School of CSIS, Pace University*

Follow this and additional works at: <http://digitalcommons.pace.edu/cornerstone3>



Part of the [Business Commons](#)

---

### Recommended Citation

Winsted, Kathy; Stix, Allen; and Monaco (student collaborator), Vinnie, "Web-based Microsimulations (Interim Report)" (2010).  
*Cornerstone 3 Reports : Interdisciplinary Informatics*. Paper 40.  
<http://digitalcommons.pace.edu/cornerstone3/40>

This Report is brought to you for free and open access by the The Thinkfinity Center for Innovative Teaching, Technology and Research at DigitalCommons@Pace. It has been accepted for inclusion in Cornerstone 3 Reports : Interdisciplinary Informatics by an authorized administrator of DigitalCommons@Pace. For more information, please contact [rracelis@pace.edu](mailto:rracelis@pace.edu).

Pace University Thinkfinity Grant – 2010

Status Report - August 2010

**Web-based Microsimulations**

**Cornerstone III**

Kathy Winsted (Lubin)

Allen Stix (Seidenberg).

Vinnie Monaco (Seidenberg student)

A) Original Goals

- To program seven microsimulations to be used interactively in an electronic classroom
- To update and modify the supporting cases, programs, and Excel spreadsheets
- To create a knowledge asset with instructions and other supporting information
- To put all the microsimulations on the web and create a login security procedure

B) Progress toward Goals

- Five microsimulations have been programmed, tested, and debugged and are ready for use, two others are in progress
- Three supporting cases have been modified, others are in progress
- All of the five microsimulations have been put on the Web with a login system that can draw class lists directly from Blackboard, the other two will be added
- A random team formation utility has also been added, along with several other new functionalities

C) How project has impacted students

- No students have been affected yet, but the games will all be introduced in Kathy Winsted's BUS 150/CIS 101 learning community in Fall 2010 – 23 students

D) How project has impacted other faculty

- Other faculty have not been affected yet, but we intend to share these simulations with faculty in other sections of the BUS 150 course for more widespread use – up to six faculty

E) Next steps

- Program the other two games
- Add instructions and other parts of the knowledge asset
- Rework some cases and Excel spreadsheets and design new ones for two of the games
- Test the games